Dragon Quest I-II 1.0 by William_Jumper

The continent of Alefgard sits upon the world of Torland, and both have known their fair share of troubles. Alefgard will have it's princess stolen and the Orb of Light taken by the feared and powerful Dracolord, and a hero, the descendant of a man known as Erdrick, will rise to meet the challenge.

A hundred years later, a new threat will arrive to threaten the world as a whole. The Fallen Cleric Hargon will summon Malroth, a deity of destruction for the sole purpose of destroying all that lives. Both men seek only for monsterkind to triumph over the humans who have made it their mission to make their world safe from those monstrous creatures.

The history runs deeper than that, but that is yet another story, one that you may experience, or may have already done so. The world now is caught in a state of constant fear. Will you begin in the age of the Hero, in his fight against the Dracolord? Or will you step into the future, aiding the three descendants of this Hero in their battle against Hargon and the summoned deity of destruction, Malroth?

The choice in how you make your own history in this land of myth and legend is yours, Jumper. Be wary as monsters roam the lands and dungeons are black as pitch without something to light your way. Will you find your way onto the Imperial Scrolls of Honor, or fade into obscurity as other Heroes pave the way?

Take these 1000 CP and create thy fate, Jumper.

Age and Gender

Both men and women are capable adventurers in this dangerous land, and those old enough to hold a weapon are allowed to adventure.

You may choose your age and gender coming into this world, Jumper. Or, if you would be willing to relinquish your control to me for 50 CP, you may roll 15+1d10 for your age. Odds flip your gender from your last Jump, evens let you keep it as it was.

Location

This is split into both past and present. Should you choose from the left column, you'll be present during the timeline of Dragon Quest 1. If you are on the right column, you'll be present during the timeline of Dragon Quest 2. Should you wish to relinquish control, you can roll 1d12, and earn 50 CP for my amusement.

1 - Tantegal
The home of Alef the Hero, this is a well-defended castle town, allowing a great deal of safety to those within its walls

2 - Garinham
A cold region, founded by a bard, Garin, who owned the Lyre of Ire, which could draw monsters to the player… often with disastrous results.

3 - Kol
A quiet forest town, but home to the Faerie Flute, which can bring sleep to any who hear it, it is an important destination for any adventurer.

4 - Rimuldar
The keysmith of Alefgard lives here, and creates Magic Keys, useable to open any locked door.

5 - Cantlin
Guarded by a massive Golem, Cantlin is a safe haven from the Dracolord's forces, but still a beacon for any adventurer due to its equipment.

6 - Dracolord's Castle
The castle of the Dracolord, the thief of the Orb of Light. The monstrous invasion began from here, leaving the world in darkness.

7 - Midenhall
The first settlement created from Alef and Gwaelin, and the origin of one of the princes, it is nonetheless a bastion of righteousness.

8 - Cannock
Home to another of the descendants of Alef, Cannock is not nearly as defensible as Midenhall, but still offers grand hospitality to its patrons.

9 - Moonbrooke
Nearest to Hargon's Castle, this unfortunate settlement was attacked early, leaving it a ruined state from its former glory.

10 - Tantegal
The cowardly descendant of Alef lives here, and while the town lives free from Hargon's control, it holds little of interest save for its heritage.

11 - Slewse
Near the Tower of the Moon, it has a tailor who can create fantastic clothing if only given the proper materials to work from.

12 - Hargon's Castle
A grandiose castle for the mad cultist Hargon, he seeks to bring Malroth, the Destroyer, to this world.

Origins

Origins do not cost CP to take. You may select a single Origin, and taking it will grant you the 100 CP perk and item associated with the Origin for Free, and Discount the rest for 50% less.

-Drop-In-

You've found yourself in the midst of one or more wars, and not really sure on which side you've yourself. No memories of this world linger in the back of your mind, but instead you find yourself free to make whatever choices you may wish to. This opens you up to forging your own destiny here in Alefgard.

-Brave Warrior-

Arms and Armor have always been your forte and you'll show that you don't need to worry about things like magic. You never need to stop to consider what spells or magical approaches you need to take, when instead you can simply beat your opponents into submission through raw martial prowess.

-Lazy Scholar-

You've learned and researched and… well, you've done as much as you can stand to do. It's hard when there are so many vices that draw your attention. Alcohol, women, parties and so forth. But you're still skilled where it counts. You can handle a sword and you know some magic- that's enough to be a hero, right?

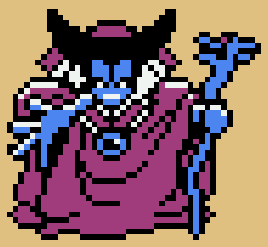
-Plucky Sorcerer-

Things aren't always easy for you, but that doesn't mean that you just fold under the pressure. You've got enough grit to make it through most situations, and when grit isn't enough, you've got your magic eCPertise to fall back upon, and that eCPertise is *considerably* more formidable than your peers.

-Townsperson-

You're just caught in the middle of all of this, whether you're a merchant supplying items to the would-be heroes, or the princess captured as part of some overlord's grand plans, or just a purveyor of strange, yet somehow weirdly accurate advice, you've got your own role to play in this strange world.

Perks



-Drop-In-

Political Maneuvering (100 CP)

The right palms to grease, the best people to convert, and even going so far as to know what pressure to apply to people in a less scrupulous way to get the results you're after...you know it all. You also know the darker side, such as kidnapping and theft of important people or items to get your desired result. Not that your targets may let you do so without working back, but you'll have the upper hand in this maneuvering.

Master of Monsters (200 CP)

Whether you are one who has the monsters look up to you due to your great power, or simply because you seek a world free of monster oppression… or because you've beaten them into submission, monsters tend to rally behind and follow your lead. Depending, this can be anything like wild animals, slimes and dragons, vampires, or anything that can be seen as monstrous within their world.

Monstrous Form (400 CP)

You have your normal, more humanoid form that allows you to interact with those who might be a bit less willing to converse with something a bit more monstrous, but you have another, far more monstrous one. Often this is a draconic form of your own design, with incredibly durable scales, a breath weapon of your choice. However, should you wish for something else, this allows you that freedom similar in strength and scope to the powerful draconic form.

Make A Bargain (600 CP)

When the chips are down and you have found you might've met your match, or even when someone might have you at a slight disadvantage, you've got one more trick up your sleeve. If, say, a hero manages to intervene in your plans for world domination, you could offer them half, or some other option that appeals. When creating these bargains, you instinctively know what your target would be most willing to accept as part of it and while it doesn't guarantee they will, you can avoid a catastrophic loss by striking the deal with them. Of course, nothing says you have to keep it, but you'll know exactly what to say, what someone truly wants, to be able to strike that bargain with confidence.

-Brave Warrior-

Strength of Heroes (100 CP)

Since you were young, you've always had a considerable amount of physical strength. Able to outperform your peers, that power never really stopped increasing and the more you exercise, or even just physical labor, you'll continue to grow in strength day after day. Your muscles won't ever get too bulky or in the way, but the heroic ancestry allows you to keep that incredible physical might.

Endless Courage (200 CP)

You don't get frightened. Period. Things that would cause another to quake in their boots, or even give a hardened warrior some pause don't even faze you. Not to say that you don't understand a dangerous situation as this doesn't give you foolhardy bravado, but a genuine courageous heart that will always allow you to act and think freely, no matter how dangerous or damning the situation might be around you.

Martial Mastery (400 CP)

There has not been a weapon invented that you cannot use. No matter how awkward or unnatural or simply cumbersome it might be, as soon as you lift it up and get used to its weight and how it handles, you're immediately skilled in its use. You'll continue to grow more skilled as you use a weapon, mastering a particular weapon or style in a fraction of the time it would take another.

Blood of Erdrick (600 CP)

There are heroes made, and then there are heroes born. You fall into the latter category, with the blood of Erdrick flowing through your veins. This gives you supernatural physical capabilities, making you incredibly fleet of foot and hardy, able to shrug off blows that would kill lesser men. Despite your gifts, what makes you even more fearsome to your foes is your ability to become stronger, faster and durable simply by experiencing combat and challenge. Overcoming difficult opponents and situations only fuels the heroic blood in your system, adding to your overall might. This does not ever cap, but will require larger and more difficult challenges for you to overcome in order to benefit.

-Lazy Scholar-

Keen-Eyed Slacker (100 CP)

You're a fan of drinking, slacking off and having a good time, but you're also good at knowing exactly what you can get away with. You can gauge exactly what's expected of you at any point, knowing what you will need to do to stay off their radar, or even what amount will impress them, letting you adjust your actions depending on what result you might want to get.

Studious Pursuits (200 CP)

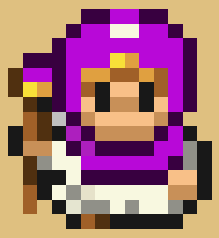
While some will say that things like intelligence are inherited, whereas others find that you have to try to learn and retain information, you find that you've got an easy time when it comes to getting the best of both worlds. Naturally intelligent, you have a fantastic memory- so long as it relies on the written word. If someone tells you something verbally, or should you see a picture, you may not always be able to recall it perfectly, but anything written in a language you understand will always be perfectly retained.

Wild Goose Chase (400 CP)

Evading pursuit and capture when someone's on your tail is one thing, but you're supremely skilled at this particular notion. So much so, that so long as you don't want to be found, you can easily remain several steps ahead of those who may be pursuing you, putting you entire cities away from those who might be trying to track you down. Those who try to find your whereabouts by asking around, shaking people down and so forth will only find out where you've been, never where you are. This can be toggled off for an individual tracking you, but may not be turned on again until they've caught up with you.

Late Bloomer (600 CP)

Some people get all the luck and are able to just operate at their best right from the get-go. While you don't exactly have that luxury, you have a different way to fulfill that potential. The first year spent in a jump, this perk does nothing, but for each year spent within the jump, all of your perks, learned skills and intrinsic abilities and so forth get stronger. This compounds at the end of each year, making all of your resources much stronger in the final year. In jumps with a longer or shorter time frame, this will scale accordingly, so the effect will be harder to see at first in longer jumps, but will still scale up to its full potential.



-Plucky Sorcerer-

Speak with Animals (100 CP)

While you might not have always been the best at communicating with others growing up, you had a strong attachment to animals of all shapes and sizes. Now that magic flows through you, you're able to turn that into something a bit more effective, and actually communicate with animals and other creatures of similar animalistic intelligence. While they might not be able to communicate as eloquently as a person, you can still get basic information and communication across with them.

Fate's Intervention (200 CP)

Things have a way of going your way, especially if something has already begun to move things away from your destiny. If you are destined to save the world and are transformed into a dog, rendered unable to speak? Then adventurers, possibly even future allies, will arrive with a way to break the curse. If things should fall off their track and the entire town is turned into dogs while you retain your form, someone will arrive with something to help put things back on their proper course for you. The further things fall off their intended path, the harder Fate will intervene, which can cause powerful butterfly effects if left to its own devices. This may be toggled on or off for individual events that you are at the center of.

Strength in Adversity (400 CP)

When the going gets tough, you get going. And the tougher the going gets, the stronger you become for it. When faced with especially difficult challenges, whether it be adventuring deep within a dungeon's depths with one of your party members fallen, or facing against the Master of Destruction, brought to life for the sole purpose of destroying the world with no army, but only two friends, you feel empowered by the difficulty. The more dangerous something is for you, the more resolve and depths of power you can dig up to confront it. This doesn't mean you'll always succeed, but you'll be better equipped for it than you would be otherwise.

Magical Torrent (600 CP)

The previous known hero, a descendent of Erdrick (or Loto, as the legends are hazy on which name is the true name) was skilled in weapons, armor and magic, and while those traits have been passed on, you've inherited a distilled, powerful version of that magical talent. Skilled far beyond your peers, you've an almost inexhaustible source of magical energy within you, allowing you to draw upon that font of energy. The potency of your magic is increased as well, allowing you to do even more with that nearly endless magical power that you have lurking inside of you.

-Townsperson-

Dost Thou Wish to Buy Anything? (100 CP)

Being a skilled master in a trade may find you buyers here and there who can afford your wares and skill, but when it comes to the dime-a-dozen items that you can get anywhere, it's a bit harder to pawn those off on others for most. Luckily, you aren't most. Gifted with a natural talent for not only knowing what to say to get someone to buy a product, you're also skilled at discovering a market niche that's not been tapped yet, and while you can't necessarily sell anything to anyone, nor find a niche market for things that aren't needed, you can still find the best options to work with what you have.

A Face in the Crowd (200 CP)

Rather than be one of those bold and bright heroes, instead you've got a way about you that just makes people pass over your existence. While someone of importance would stand out, instead you simply blend into the city, the wilderness, or wherever you happen to be, leading to people, monsters, and so forth just leaving you alone and not bothering you. If someone is specifically seeking you out, this won't help you to avoid their detection, but for someone who just happens to see you, they won't think anything more of you than any other random townsperson around.

But Thou Must (400 CP)

You don't take 'No' for an answer. In fact, you are so resistant to it, that should you wish to, you can force someone to agree with you and your reasoning, no matter how much they might disagree, so long as some small part of them would do so, you can get them to agree with you. Furthermore, not only can you make them agree and see your side of the conversation and the reasons why they should agree with you, but once per Jump you can also force them to abide by this decision as well, without being able to back out, find any loopholes, or so forth.

Resurrection (600 CP)

Empowered by the Goddess Rubiss, you have the ability to bring the dead back to life. Of course, this comes at no small cost, requiring a sizeable sum of money as a donation, which seems to vanish as soon as the act is performed, in order to restore life to a deceased individual. You do require the body to put the soul back into, so this cannot be done without the individual's corpse.
The stronger the soul of the individual, the more money it will take to bring them back from the dead, as their soul will struggle that much moreso to be returned. Note that this only works for those who have fully died and their souls have left their body, and cannot work on those that do not have souls.

Items

Bag of Seeds (100 CP | 1 Free Drop-In)
A small bag of seeds, used to increase one's attributes. These have small effects, but do not suffer from any sort of diminishing returns. Initially this has two of each seed, and it restocks 1 seed of your choice at the beginning of each year. Seeds are of Life, Magic, Strength, Resilience, Agility

Bag of Herbs (100 CP | 1 Free Brave Warrior)
A bag containing Medicinal and Antidotal herbs. The bag is virtually endless, leaving you with an innumerable amount of healing at your fingertips if needed, even if each one alone isn't majorly helpful.

Yggdrasil Leaf (100 CP | 1 Free Lazy Scholar)
A leaf from the Yggdrasil Tree. This will restore someone even on the brink of death to their prime health in a matter of minutes. Unfortunately, if someone is truly dead, this will not save them. Restores once per year.

Prayer Ring (100 CP | 1 Free Plucky Sorcerer)
A ring that contains potent magical force that can be siphoned by whomever wears it, restoring magical ability. While these normally break this one never does, although it's a slow restoration process.

Chimaera Wings (100 CP | 1 Free Townsperson)
A set of wings from a Chimaera, allowing you to fly freely to any establishment you've visited in the past, so long as they have a church. While normally consumed, this one may be reused as you wish.

Sword of Ruin (200 CP | Discount Drop-In)
A weapon often cited as manifested malice, this cursed blade will aim to kill its wielder as much as it does the opponents it strikes. Overcoming the curse will leave an incredibly strong weapon in your hands.

Thunderbolt Blade (200 CP | Disc. Brave Warrior)
A blade which evokes the power of thunder and lightning, allowing every swing to cast electrical energy at your enemies. Fairly heavy, despite its magical nature, requiring great strength to wield effectively.

Falcon Blade (200 CP | Discount Lazy Scholar)
A blade lightweight and incredibly fast, its design doesn't lead to heavy strikes, but often you can attack quickly enough that it doesn't matter. You can often swing this twice in the time it takes a normal sword to swing once!

Lightning Staff (200 CP | Discount Plucky Sorcerer)
A staff that cackles with barely contained energy of both fire and lightning. While it isn't particularly good for bashing, you can unleash tremendous magical energy from within it, laying waste to large swathes of foes.

Staff of Rain (200 CP | Discount Townsperson)
A longstaff, atop which small thunderclouds constantly move and reshape, often emitting small rumbles of thunder. A perfect copy of the Staff used to form the Rainbow Drop, but built for use in battle as well.

Cursed Armaments (200 CP | Discount Drop-In)
The Thanatos Shield and Devil Armor are cursed equipment with incredible defensive power, but the curse upon them will paralyze their wielder unless one can overcome the curse that is placed upon it.

Tectonic Plate (200 CP | Discount Brave Warrior)
Very sturdy armor that seems to be imbued with the power of the Earth itself. Wearing it makes you incredibly resistant to attacks based on Fire or Earth, not to mention physical strikes as well, with how sturdy it is.

Water Robe (200 CP | Discount Lazy Scholar)
A flowing blue robe that is designed to be magically resistant, and while it is not as effective against physical blows, it's resistant to all magical attacks, including breath weapons from magical creatures.

Mad Cap (200 CP | Discount Plucky Sorcerer)
A pointed hat with a vertical row of eyes going down its height, the Mad Cap is a staple for all magic users, reducing the drain of all spellcasting by approximately ¼ simply by wearing it.

Cloak of Wind (200 CP | Discount Townsperson)
A lightweight cloak that lessens one's own weight, allowing for fantastical aerial maneuvers, this one is also blessed as a Cloak of Evasion, allowing you to dodge and avoid your foes far more easily.

Dragon Potion (400 CP)
A single potion that, once drunk, preserves you in that moment in time. If something were to kill you, you'll instantly return back to that moment. You'll retain any metaknowledge gained, but any progression in yourself or the world will be reset. Restocks at the beginning of a Jump, and you may only hold one.

Set of Keys (50 CP)
On this keyring is a key of Gold, and an assortment of a dozen Magic Keys. The Gold Key can open any mundane lock, while the Magic Keys can open any magical one. The Magic Keys will break upon use, but will fully restock each year.

Ra Mirror (50 CP)
A polished mirror which can show the true form of one who is in a form different from their natural form, either by choice or by curse. In either case, this will revert them to their true form.

Eye of Rubiss (50 CP)
A potent talisman that has the power to dispel illusory magics, no matter how powerful the spellcaster who cast the illusion is.

Faerie Flute (50 CP)
An ocarina that has the power to lull creatures to sleep, this is especially effective on Material creatures, such as Golems, Mimics, and the like.

Princess Pledge (50 CP)
A small, compass-like charm that can be calibrated to a specific location. Once this is done, simply by having the charm with you, you will know your exact distance from that location at any given time.

Lyre of Ire (50 CP)
A lyre which has an off-putting sound to monsters. This will inevitably draw them toward you as they will seek to attack and destroy the source of the noise.

Sunstone (50 CP)
A brilliant stone that's said to contain the power of the sun. While it can be combined with the Staff of Rain to form the Rainbow Drop, allowing you to create bridges of rainbow energy, it also is a potent magical source of fire, emitting flames at its wielder's request to sear opponents with its energy.

Erdrick's Armaments (200 CP)
A copy of the Hero's weaponry that slew Zoma. The Shield, Armor and Helmet provide extraordinary defense, resistance to magic and proximity damage from things like magma, poisonous swamps and so forth, while the blade is keen enough to cut through even dragonscale without difficulty.

Companions

Companion Import (50 CP | 200 CP)
You may import one or more of your own companions into this world. They may take on an Origin, just like yourself, with all benefits befitting the origin, as well as gain 600 CP for their purchases. You may instead pay 200 CP to import a total of 8 Companions in this way.

Mass Import (200 CP)
If you would prefer, you can instead import a large number of Companions, as many as you wish. Each of them will get an Origin and their associated 100 CP perk and 100 CP item, but gain no other CP to spend.

OC Companion (100 CP)
Should you wish, you can create a companion who is native to this world. They will be inexorably drawn to you and will agree to come with you thereafter. Much as an imported character, they will have an Origin, all benefits befitting the origin, and 600 CP to spend.

Canon Companion (100 CP)
Whether you wish to take one of the main character(s) with you, or even the Grandson of the DracoLord, or another character within this timeline, you may take this option. The interactions you have with that character will change and shape their view, making them very likely to accept your offer to come with.

Drawbacks

Ye Olde English (+0 CP)
Thou wilt find that, verily, all manner of speech is carried out in ye olde English, complete with accent. Thou must learn how to communicate with this in mind. All accents, too, shalt be with the ancient tongue in mind, making it even more difficult for thou to understand what is being said.

Past or Present (+0 CP)
This is merely a choice, but as this world's timeline spans over one hundred years, you may choose to start where you may. Either during the reign of the Dracolord, or the Fallen Cleric, Hargon.

The Full Timeline (+0 CP)
Rather than a single 10-year Jump, instead you will live through both the full timeline of Dragon Quest 1, with Alef seeking out and defeating the DragonLord and returning the Orb of Light to its rightful place. Once this goal has been completed, you will continue to live in this world as his children and then grandchildren are borne, the three of them seeking the quest to stop Hargon. You will stay in this world for a minimum of 100 Years, following the full path of the Hero and his descendants.

Heroic Replacement (+0 CP)
What's that, Jumper? You wish to *be* the hero, rather than just an assistant? Very well, with this toggle, you can choose to replace the original Hero, or any one of his Descendants, fulfilling their role in this world, just as they would have.

Not a Torch to be Found (+100 CP)
Strangely, and without any eCPlanation, all the torches are completely sold out in every town, which will make dungeon eCPloration incredibly difficult. Any attempt to do so will leave it being completely pitch black without any way to see within unless you have some other method to pierce the darkness.

Talk to Everyone (+100 CP)
You feel compelled to speak with each and every person in a town once you enter. Not only that, but once a major event happens, you are unable to resist the urge to go back, and speak with every person in every single town that you've been into a second, or a third, or more times. Even if this takes you well out of your way, you are absolutely compelled to do so.

Puff Puff (+100 CP)
There are both men and women abound who will find you, as the hero, some level of exciting and want to give you the pleasure and enjoyment of the ancient ritual of 'Puff Puff.' Due to this, you cannot turn anyone down should they wish to do so with you, no matter what plans you might have in place. If someone wishes to Puff Puff, you *will* Puff Puff.

Gold is as Rare as it Should Be (+200 CP)
Any money-generating perks you may have are disabled, and worse, the gold that monsters give is incredibly low. In fact, the more of them you slaughter at once if you try to build up money more quickly, the less they seem to drop, making it always incredibly and annoyingly difficult to afford anything in this world. Prince, princess, pauper, it doesn't matter. You will always be poor and struggling to make ends meet.

Loss of Memory and Direction (+200 CP)
While you still keep your perks and abilities from other jumps, you have instead lost your knowledge of this land. You cannot operate with any meta-knowledge whatsoever as none of it is retained as soon as you arrive. Of course, this drawback can only be taken if you are familiar with the setting in question.

Encounter Rate (+200 CP | Cannot be Taken if you have Master of Monsters)
There are monsters *everywhere*. To the point where it seems like every few steps you're running into some bloodthirsty beast or another that wishes to hew your limbs from your body. They are considerably more aggressive and violent than you might expect, and will come at you with an almost unnatural level of aggression and focus, singling you out over any other as if they were actively hunting you.

Proving Your Supremacy (+200 CP | Can only be Taken if you have Master of Monsters)
While you would normally be able to hold sway over all of these creatures with little more than your presence, it is no longer so simple. Monsters will follow your commands, orders and wishes… but only after you've made them submit. Some may even try multiple times to challenge your authority and beating them down each time will be required for whatever goals you have to enact.

Hargon's Curse (+100/200/300/400 CP)

Hargon, either from his current place in time, or simply able to sense you coming into this world and reaching into the pace, has placed a curse upon you, locking away all perks, items and such from other jumps. If you only have one previous Jump, you get 100 CP, and 100 CP each jump up to a maximum of 400 CP at four or more previous Jumps before this one.

The Curse is That You Are a Dog (+200 CP)

For an additional 200 CP, you are cursed to the form of a dog. Worse yet, it seems that even the Mirror of Ra will not break the curse. I hope you enjoy this form as you are not able to revert back to your normal form for the duration of this jump. And unless anyone can speak to dogs...you can't really communicate, either.

Casket Hauler (+400 CP | Can only be Taken if you have Companions)

In your adventuring party, someone is going to wind up getting killed, and they'll be so instrumental to what needs to be done that you'll have to bring them back. And once you do, it won't be long before something happens and they die. Again. And Again. And you'll need to constantly find ways to keep restoring them back to life again and again. If nothing else, they'll never actually be upset about it, aside from maybe joking cursing their own bad luck, but it will be untold levels of frustration for you.

Betrayal of the Highest Order (+400 CP | Can only be Taken if you have Companions)

One of your companions is going to turn against you. Whether they were sweet-talked by the DracoLord or Hargon, or whether you did something like leaving their poor sibling dead and not bothering to use your powers to bring them back, your Companion will turn against you. Worse still, is the fact that this former Ally of yours will also seek to convert any other Companions, heroes, villains and so forth against you, leaving you unsure exactly who to trust. If you bring multiple Companions with you, whoever poses the largest threat will be the one to make that betrayal first.

DracoLoth? Mallard? Either Way It's Bad (+600 CP)

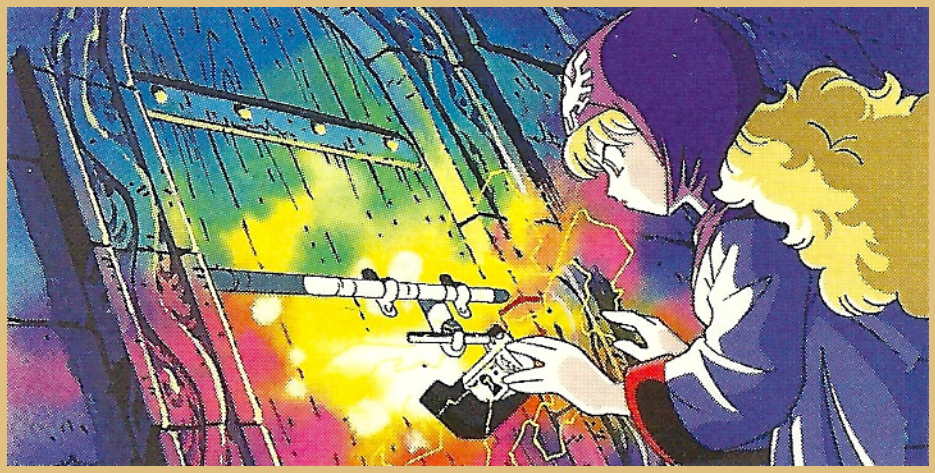
The evil priest Hargon has done it once more, and has somehow managed to not only resurrect and summon the God of Destruction, Malroth, but he did so by the sacrifice of the DracoLord's grandson. This incredibly high-powered sacrifice has given all of the DracoLord's strength and abilities to Malroth, and even gone so far as to bolster the monster's intelligence. Severalfold stronger, this is a threat not only to this world, but to existence entirely. Able to match you no matter what you bring to the table, this monstrosity has also empowered Hargon as well, the two of them able to cause untold, unpreventable destruction. Do you dare stand up against this amalgamation of history?

The End

You've reached the end of the journey here, Jumper. Now the choice is yours on how you wish to proceed-

Continue Onward:
The journey that you've been on is but one small part of your grand adventure, Jumper. Take what you've learned from this world and go forth, spreading the legend of your adventures further into other lands and new places for adventure.

Remain Here:
There is still much to be done in this land, to fix and to make ready for the future. With two dangerous foes having already surfaced, surely this land will need a hero to protect forevermore, will it not?



Go Home:
Even with all that you've learned and what you know might be in the future, stepping back and letting other heroes take their place in history is no easy feat, Jumper. Rest easy and take back all that you've learned in your adventures.

Changelog

v0.1 - 1st Draft Completed

v0.2 - Changed to standard CP vs XP, added a Canon Replacement

v1.0 - Clarified a few items and their uses